



September 11, 2008

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Full Text

Concept

Document ID

Recent Disclosures

Other

Prior Art Home Support Logout Displaying records #1 through 10 out of 500 (search stopped at 500 hits)

Result # 1 Relevance:

Efficient Process Scheduling in the Workstations in the Cooperative Cl

Processing

1992-03-01 IPCOM000107638D

In the cooperative processing and client server architecture applications, a work station requests the completion of a transaction (or a request) from the host ("server").

Result # 2 Relevance:

Tunable Client-Server Application Support

1999-12-01 IPCOM000014636D

English

Disclosed is a method for decreasing the average start-up time for the client side of a c application. This method is useful in cases where there is a significant start-up time ass the server portion of a client-server application. The operating ...

Result # 3 Relevance:

MVS Multiclient Server

1995-10-01 IPCOM000116626D

English

Disclosed is a multiclient MVS/ESA* server solution which relieves resource utilization p caused by remote client connections. The multiclient server implementation lifts the cor MVS address space started for every unique connection from a remote client ...

Result # 4 Relevance:

SMART POLL ALGORITHM

 English

The implementation of client-server based systems in computer and communications introduces many interesting and challenging problems. In client-server based systems on the server site may change very frequently. This poses a problem of maintaining ...

Result # 5 Relevance: 💸 Dynamic Starting of Prestart Jobs

1989-12-01 IPCOM000037282D

English

A mechanism added to an operating system dynamically starts more prestart jobs unde a user. Prestart jobs are common in operating systems and typically are designed such handles many requests for work and are started before the requests for work ...

Result # 6 Relevance:

Early Termination of Multicast Queries

991-12-01 IPCOM000122683D

English

Disclosed is a performance improvement in client-server distributed computing that enaterminate queries early, without requiring all servers to reply. In this model, a single cliquery to a group of servers and awaits their replies. Many ...

Result # 7 Relevance:

A method to predict accurate waiting time in call-center application 2002-10-10 IPCOM000015855D Engli

In case of call center service, it is important to know when the next call will be acceptal accepting time is estimated from remained time to process current receiving jobs and w Processing time of not-started job can be calculated simply from profile of ...

.....

Result # 8 Relevance:

Providing Distributed Computing Environment Servers on Client Dema 1995-03-01 IPCOM000115086D English

One major problem in client server schemes is that of provision of servers on demand. situation encountered with client/server middleware, such as the Open Software Founda Distributed Computing Environment (DCE), is that a server must be running before a ...

Result # 9 Relevance:

Fair Assignment of Time-Limited Resources

1994-02-01 IPCOM000111363D

Enalish

Described is a process for providing fair allocation of time-limited resources. When a clie time with the resource is up and no other clients are requesting the resource, the resoutaken back, but a log is kept of how long this resource has been held ...

Result # 10 Relevance: 🖏

Client Based Load Balancing Algorithm for Multi-server Environments Distributing Mostly Read Fileset Operations over the Servers

1993-08-01 IPCOM000105506D English

Disclosed is an approach to load balancing in a multi-server environment by distinguish read-only and read-write files, and distributing only the operations to read-only files over the method is client-based and takes into account the server load. ...

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Search query: Determining the number of servers needed to achieve a predefined

Published 5-20-2003 (Original publication date)
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